



COMPASS HUD

RiverExplorer™ Games LLC

ABSTRACT

Documentation for the Compass HUD. It tracks a GameObjects rotation and displays it as a compass heading, pitch, and roll.

River Explorer

Detailed Developer Documentation

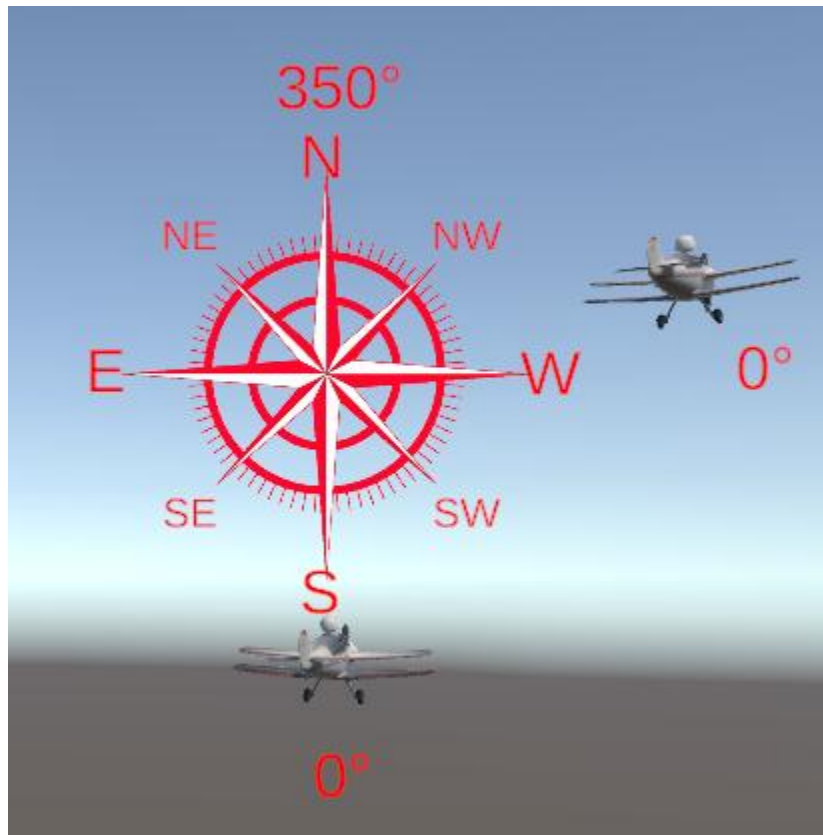
Compass HUD

Track an objects rotation on a HUD

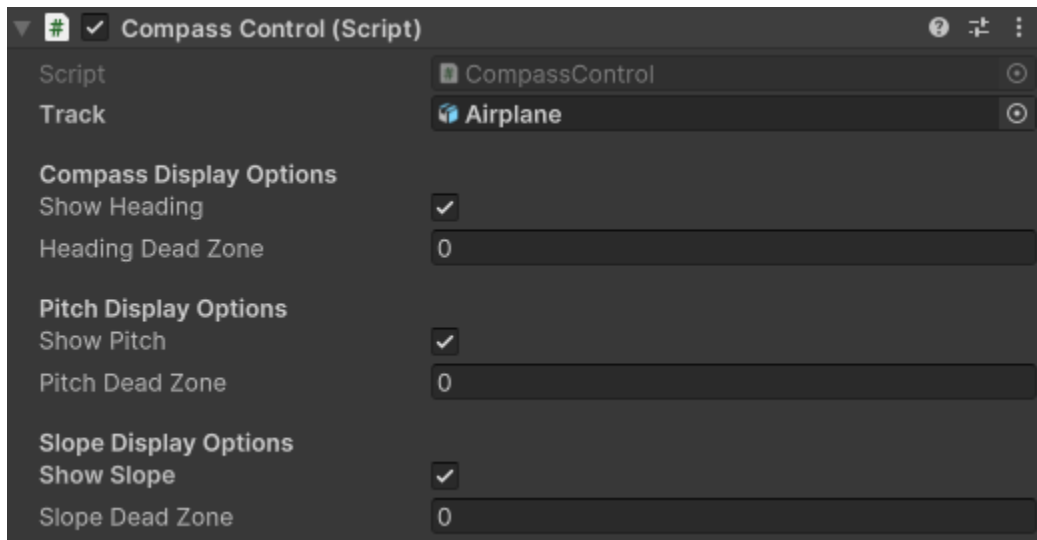
Overview

1.0 How to use the asset

Figure 1 – The Asset



And here it is in the inspector:



For the demo, I had AI generate a small airplane that comes with the asset. I use it as the main tracking target, and as helper images to show the pitch (The right plane on Figure 1), and roll (the bottom plane on Figure 1).

At the top is the heading. The compass spins so that the current direction of travel is always at the top of the compass. In the next release, I'll put in an option to keep the compass from moving and have an arrow indicator showing the direction of travel. As a pilot, the display in the cockpit is how I see a compass.

In the inspector, just drag any GameObject that you want to track into 'Track'. Then you can optionally select which indicators to show. And you can optionally set the dead zone range for those indicators. The 'dead zone' range is a +/- value. That is a '5.0' would ignore any changes less than 5 degrees of change from the last delegate call. These only effects the display and the delegate callbacks. The properties 'Pitch', 'Heading', and 'Roll' always return the current values.

By un-checking the 'Demo On' in the demo scene, you can use the 'Up', 'Down', 'Left', and 'Right' buttons to move the target plane.

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